THE HORUS HERESY®
WEEKENDER
Saturday 18th and Sunday 19th May 2013
Nottingham, England

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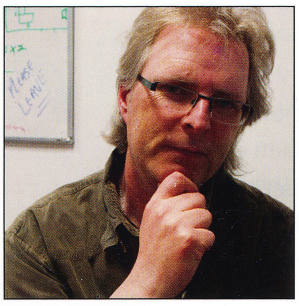
your photos

We'd love to see what you got up to at the Weekender. Post your photos to the Black Library and Forge World Facebook page or tag your twitpics with #HHWKNDR2013

Welcome to the first Horus Heresy Weekender!



For many years, the story of the Horus Heresy has been regarded by enthusiasts around the world as one of the iconic pieces of the Warhammer 40,000 background. Although it formed the setting for such creations as the *Adeptus Titanicus* game and the Horus Heresy Collectible Card Game, it was not until 2006, with the publication of the first novel in Black Library's series, that we were able to start telling the legendary tale of the Imperium in the 31st Millennium in the detail it deserves. We are now at a point where an award-winning range of fantastic Black Library novels has been complemented by a superb range of models and background material from Forge World that will together build into the definitive account of these darkest of times.

Over the weekend, this exclusive event allows you the unique opportunity to personally interact with the talented creative team that has brought to life the characters, armies and battles of the Horus Heresy. We will be exploring the origins of the conflict and the heroes and villains from the mighty Space Marine Legions, revealing the exacting design work involved in creating the wonderful models and artwork, and taking a glimpse into a desperate future of loyalty and betrayal.

We still only stand at the beginning of the epic tale of mankind's ultimate conflict; a tale that will engulf the galaxy.

Tony Cottrell
Head of Forge World

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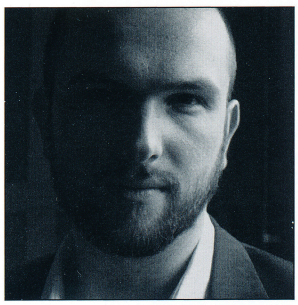
The ancient history of the distant future...



The Horus Heresy. After more than twenty years, the name has become a byword for galaxy-spanning war and intrigue that cuts right to the heart of the Imperium of Mankind. It's a classically-inspired tale of good versus evil, a son against his father, and the ability to choose your own destiny even in the face of almost certain doom. It's tragic, it's hopeless, and it's very uniquely British, as far as science fiction and fantasy goes... and that's what makes it so darn cool...

In so many ways, the Heresy was always going to be bigger than 'just a bit of background' for Warhammer 40,000. Having been into the hobby since *Rogue Trader*, about ten years ago I was trying to introduce a friend to it and I realised that I couldn't properly explain the grim darkness of the setting without recounting Horus's treachery nearly ten thousand years earlier. In my opinion, you can't fully appreciate the game unless you delve into the background – it's not just about dice and statistics, or who-can-kill-whom when they're set up 12" apart. When you start to look at the 'facts' and the stories behind them, you discover a whole new way to enjoy the Horus Heresy.

I came to Black Library as a die-hard fan of the series at the beginning of 2011, and having a peep 'behind the curtain' really blew my mind. Since then I've developed a bit of an editorial reputation as the go-to guy in Black Library and Forge World for continuity and big-picture stuff, and I now tend to be involved with the creation of every single Horus Heresy product, in some way or another. With this being the single most successful and widely read novel series Games Workshop has ever produced, that can sometimes feel like a hefty responsibility, but one that I wouldn't ever consider a burden – even when I'm working with authors on a daily basis, I still get that same shiver down my spine when the plot takes an unexpected turn. At heart, I'm still a huge fan.

The great thing about exploring the Heresy through the novels is that, although we know how it ends, we get to uncover even more stuff that we never could have imagined. No one in the 41st Millennium really knows exactly what happened back then, and the legends and allegory that the Imperium peddles as fact are really only half true. There are hints, sure – little entries in Codex timelines, or barely-remembered notes in the history of a given Space Marine Chapter – but for me a lot of the fun comes from connecting those dots to work out where the wider story arc might go in the future.

The Horus Heresy Weekender is a celebration of the fantastic series that has united so many readers and hobbyists across the world. There have been dizzying highs and terrifying lows, betrayal foul enough to burn entire worlds, and a few unexpected redemptions from characters we thought we'd lost along the way. In the space of just twenty-five novels (as well as dozens of short stories and audios) Black Library has covered more than seven years of the war that will go on to tear the galaxy in half, but there's still plenty more to come yet.

As we begin the long, final march towards Terra, whether you're rooting for the traitors or sworn to uphold the Imperial Truth, I hope you'll continue to enjoy the journey with us.

Laurie Goulding
0256013.M3

From books to games

The Horus Heresy – the very words conjure a whole universe of stories: tales of mighty heroes and despicable villains, of world-shattering conflicts and nightmarish horrors, and of the base treachery and terrible ordeal which will forge the Imperium of Mankind in the 41st Millennium. The richness and popularity of the setting did not develop overnight, of course. The seeds of this keystone of the far future's grim darkness were sown, as others have mentioned, with *Adeptus Titanicus*, and the ground-breaking *Realm of Chaos* books. From here on, the Horus Heresy – its battles, its epic stage and its mysteries – all provided a fertile field for future games and background to be built upon. From the genesis of the Space Marines and their valiant defence of humanity, to the deep wellspring of their hatred for their Chaos counterparts, the Horus Heresy became the roots that grounded the story of epic warfare that followed; the single most evocative and most defining story in the Warhammer 40,000 mythos, and one that soon attained legendary status from fans hungry to know more. The setting began to develop further, first with the release of a collectable card game, then the stunning '*Visions of Heresy*' book and then with Black Library's million-selling series of novels, all of which we were able to build on; without which Forge World's own involvement would not have been possible.

For Forge World, embarking upon the immensely exciting, not to mention somewhat intimidating, task of creating *Betrayal* and our Horus Heresy model range brought with it several responsibilities, not least of which was meeting everyone's high expectations of what additional depth and richness we could add to the setting. It was also a fantastic opportunity to evoke the darkness and the savage grandeur of a war between Space Marine Legions on the tabletop. The *Betrayal* book itself is a mammoth beast, and a great many people were involved in contributing to its success; not only its writers but the whole book production team and the model designers all had their vital role in bringing the book to its fruition.

One of the first most important questions to answer when creating *Betrayal* was how, exactly, could the battles and forces of the Horus Heresy be properly represented in a game of Warhammer 40,000? Our answer to this was to create a unique and specific variant of the game whose rules and strictures were tailored to the milieu's needs. A key part of this was to present an army list that was suitably greater in scale and army selection than that of a Codex; literally to show the difference between a post-*Codex Astartes* force, and a Legiones Astartes force in all its unique character and diversity. The challenge, of course, was to ensure that the larger scale battles didn't result in a slower-paced game. This, of course, is where locking the play-testers in darkened rooms in the dead of night proved invaluable – during the play-test the massed Legions were dragged to slaughter innumerable times in favour of fine-tuning the gaming experience, with well over 100,000 points of games being played, and literally hundreds of Space Marines killed, all in the name of exciting battles! Just as important was the work of our model designers and sculptors in bringing the characters and armies themselves to life with an ever expanding range of fantastic models.

It has been a great privilege for the Forge World studio to have had such a ground-breaking project entrusted to us, and so far it's fair to say we have only just scratched the surface! Next the road of Horus's dark ambition leads us to the bloody ground of Isstvan V, where a primarch will be slain for the first time and entire Legions will be crushed.

We look forward to meeting you all over the course of this weekend, and to hearing your tales of savage combat and desperate heroism on the tabletop and, of course, we're looking forward to showing you what we have in store for you in future...

The Forge World Team
May 2013

~ DRAMATIS PERSONAE ~

Black Library

Dan Abnett

Aaron Dembski-Bowden

John French

Nick Kyme

Graham McNeill

Rob Sanders

James Swallow

Gav Thorpe

Laurie Goulding

Neil Roberts

Forge World

Alan Bligh

Phil Stutcinskas

Mark Bedford

Simon Egan

Blake Spence

Keith Robertson

Will Hayes

Rhys Pugh

Andy Hoare

Neil Wylie

Stuart Williamson

Tony Cottrell

The Council of Terra

Alan Merrett

Lupercal's Court

There are nine seminars to choose from across the weekend, covering everything from The Origins of the Heresy to The Shape of the Heresy to Come. There will be seminars dedicated to all aspects of the Horus Heresy, and these are sure to be a highlight of the weekend. Check out the back of this programme for a full timetable.

The Armourium

Here you can fulfil all of your hobby desires. The talented Forge World miniatures team will be demonstrating all aspects of building and crafting your own Legion force. From assembling and customising models to getting that perfect paint job, there will be something here for everyone. Make sure you stop by and check it out.

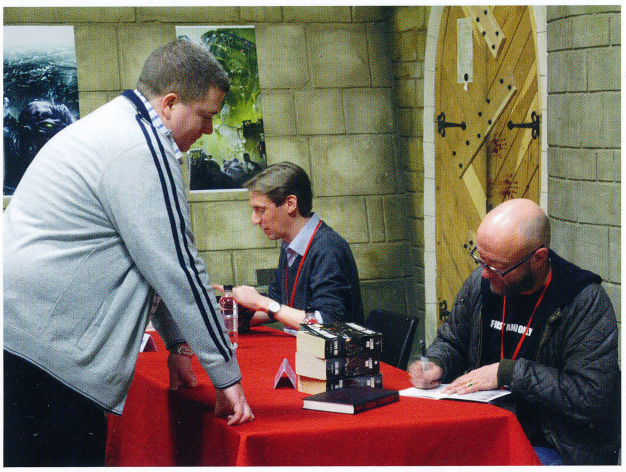
The Practice Cages

Deep within the bowels of the *Vengeful Spirit*, the halls ring with the clash of steel as the mighty warriors of the Legiones Astartes vie for supremacy, honing their skills for when they will be turned on their brothers.

You too can get stuck in, using your own Horus Heresy miniatures on our open gaming tables, or with master tacticians on our demo boards. You'll also be able to watch the scribes at work, as your favourite Black Library authors go head-to-head in Horus Heresy death-matches.

The Librarium

The dusty, cavernous halls of the Librarium will be packed from dawn 'til dusk with your favourite Horus Heresy authors. This is the place to get all of your new purchases signed or ask that all-important question such as 'Who shot first?' or 'What is Loken's middle name?'



The Remembrancer's Studio

No Legion is complete without someone to record their victories, and the Remembrancer's Studio is where you'll find our artists, busily demonstrating how they turn words and ideas into the stunning artwork that surrounds the Horus Heresy range and inspires the models.

Evening Entertainment

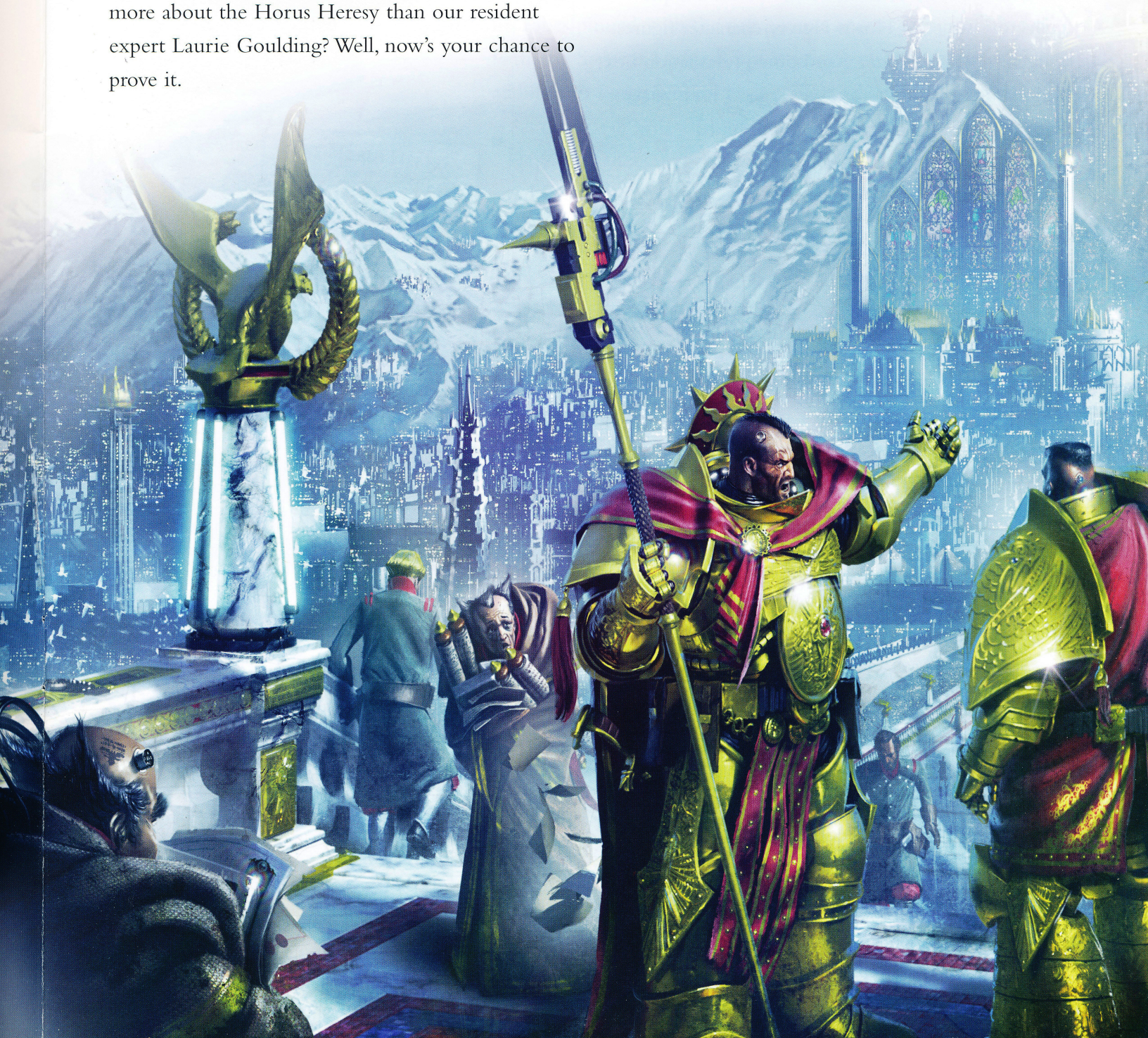
After the rigorous trials of the day, we've got two different ways for you to pass your evening. Firstly we have our Zone Mortalis: Last Man Standing competition. Muster your force and take to battle for the honour of your Legion. For those of you with a more sociable evening in mind, don't miss the Horus Heresy pub quiz: with plenty of authors and Forge World guests taking part, this is sure to be an enjoyable event. Do you think you know more about the Horus Heresy than our resident expert Laurie Goulding? Well, now's your chance to prove it.

Food

Food will be available to buy throughout the event from the Restaurant and the Bar (see the map at the back of the program).

There will be a buffet available during the lunch and dinner breaks from the Restaurant. Lunch is £7.00 and dinner £10.00.

Alternatively, there are snacks and light bites available all day from the Bar.



8 Fulgrim

Fulgrim the Illuminator, Primarch of the Emperor's Children Legion

There will be limited numbers of Simon Egan's jawdropping rendition of Fulgrim, Primarch of the Emperor's Children Legion, on sale at the Horus Heresy Weekender as an exclusive pre-release. This incredibly detailed, multi-part resin model is the second Primarch miniature that Simon Egan has designed, and the third in Forge World's unique collector's series of Horus Heresy character figures. Fulgrim is supplied in a handsome presentation box, and features a large 60mm scenic base, itself packed with detail, into which his own 40mm base sits, allowing for both display and gaming use.

Event Only Davinite Serpent Lodge Priest

Towards the closing years of the Great Crusade, several of the Legiones Astartes are believed to have contained Warrior Lodges; informal brotherhoods outside of the usual divisions of rank and honour.

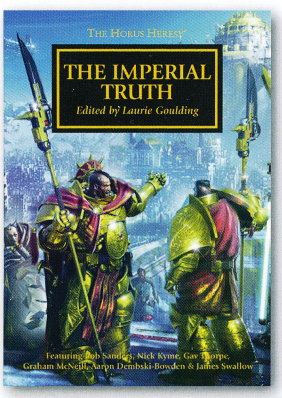
Mark Bedford has sculpted this sinister Event Only Davinite Serpent Lodge Priest, which will be available at the Horus Heresy Weekender for the very first time. It is a multi-part resin model, boasting impressive and unsettling detail. Clad in ornate armour, his robes pinned with the parchments and trappings of his dark faith, the Serpent Lodge Priest is a fantastic and characterful addition to Forge World's range of 2013 Event Only models.

All three will be available from the sales stand at the Horus Heresy Weekender: the Lodge Priest, Warhammer Warrior Priest and Death Korps Quartermaster. As always, these will be limited to one per person at the event.

Legiones Astartes Loyalist and Traitor Posters, and Exclusive T-shirts

Forge World's talented graphic artists have produced two exclusive posters, depicting legionaries from the Loyalist and Traitor Legions respectively.

We also have limited numbers of four different event-exclusive t-shirts, and all of these exclusive items will be available from the sales stand.



The Imperial Truth

The latest addition to Black Library's event-only range, *The Imperial Truth*, makes its debut at the Horus Heresy Weekender. This anthology features stories from Aaron Dembski-Bowden, Graham McNeill, Nick Kyme, Gav Thorpe, Rob Sanders and James Swallow and is a must-have for any Horus Heresy fan.

Wolf Hunt

Though the Outcast Dead are no more, the lone wolf Severian still stalks the shadows of the Petitioner's City. Pursued by the hunter Nagasena, he intends to escape Terra for good…

10 Horus Heresy Character Series

Ezykyle Abaddon and Garviel Loken, Captains of the XVI Legion

Ezekyle Abaddon, First Captain of the Sons of Horus and Master of the Justaerin, was one of the most renowned and fanatically loyal commanders of the XVI Legion. A hulking brute of a Space Marine, whispered rumour had long speculated that he was the clone-progeny of the Warmaster himself. Garviel Loken once commanded the Tenth Company of the Luna Wolves Legion; later the Sons of Horus. His idealism and staunch loyalty to the Emperor and Humanity saw him selected to command the Sons of Horus contingent in the assault against the recidivists of Isstvan III. When the true scope of betrayal was revealed, Loken and his comrades cast aside their Legion name and proclaimed themselves Luna Wolves once more.

This set of two multi-part resin models, designed by Simon Egan, is packed with Legion-specific iconography, and the set is supplied in a unique presentation box. The figures slot into a large scenic base to allow the fateful duel between the two to be represented; the two characters are supplied with one 40mm and one 20mm base for gaming purposes.

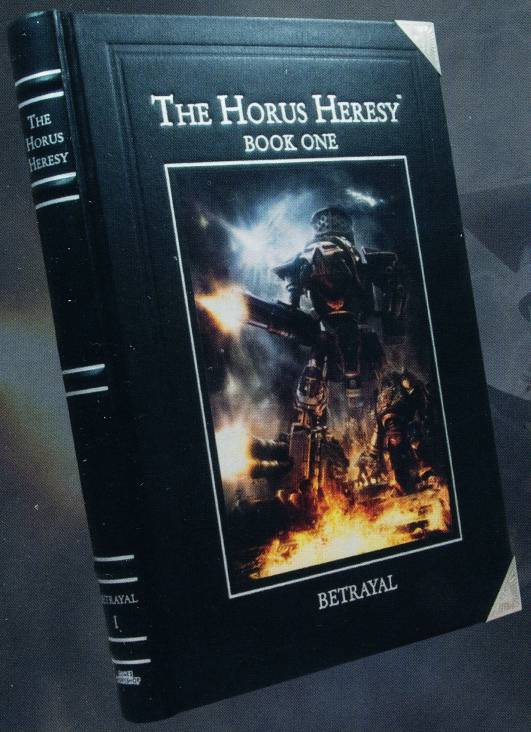
Angron the Red Angel, Primarch of the World Eaters Legion

The most bloody-handed and savage of the Emperor's gene-forged sons is the Primarch Angron, whose legendary reputation in battle has earned him the title of The Undefeated amongst his brothers. Cast in his youth upon a world of brutal oppression, he was enslaved and surgically mutilated to become a gladiator in its games of death, eventually becoming the undefeated lord of the red sands, a killer without peer.

Angron comes as a complete resin kit, designed by Simon Egan. This paragon of war is supplied on a 40mm base for gaming purposes, which slots into a 60mm scenic diorama base for display, all supplied in a particularly handsome presentation box.

The Horus Heresy®

Book One - Betrayal



The Horus Heresy Book One – Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery.

This book, lavishly illustrated in full colour, contains extensive background information on the Imperium as it stood at the end of the Great Crusade, the foundations of the Space Marines of the Legiones Astartes and the dark deeds of the battle of Isstvan III. Also detailed are the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play out the conflict on Isstvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book One – Betrayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents.

For more information visit Forge World's website at:
forgeworld.co.uk

Zone Mortalis – The Death of the Iron-father

Four days after Ferrus Manus' departure on the *Ferrum*, the Iron Hands cruiser *Iron-father* makes the translation to realspace near Isstvan V, expecting to find a fleet of loyalist ships waiting for them.

Instead, they are greeted by the guns of those they once counted as brothers. One of the many battle-groups of traitor Legion ships, scouring the Isstvan system for surviving loyalist craft, detects the energy signature of their emergence from the Warp and launches an immediate assault.

Confused and heavily outnumbered, the crew of the *Iron-father* return fire, crippling the Night Lords frigate *Blood Wraith* before sheer weight of fire silences most of her guns and shatters her engines. Drifting helplessly in space, the *Iron-father's* crew scramble to repel boarders as they detect the launch of multiple boarding torpedoes and landing craft from the traitor ships.

All across the battered cruiser, the warriors of the Xth Legion prepare to sell their lives dearly, buying its crew time to transmit a distress call towards Isstvan V, calling for a rescue by the loyalist fleet and their Primarch, Ferrus Manus, that would never come.

Forces

The Loyalist player has command of the Iron Hands Space Marines of Clan Tradaak, who rally to the defence of the 4th Starboard Hangar Bay. This includes:

- 1 Forge Lord
- 1 Legion Apothecary
- 2 Rapier weapons carriers
- 2 units each consisting of 2 Legion Terminators and 1 Legion Terminator Sergeant
- 4 units each consisting of 4 Legion Tactical Space Marines, and 1 Legion Tactical Space Marine Sergeant

Or, if preferred, the Loyalist player may build a force from the Space Marine Legion Crusade army list with a total of 750 points.

The Traitor player has control of boarding parties from various Legions. The exact composition of this force is determined using the Assault Waves special rule, included in the Special Rules section of this mission.

Table Set-up

This game uses a 4' x 4' board, made up of 16 Zone Mortalis board sections. Players should roll off, with the highest scoring player placing the first board section, and then alternating between players until all board sections have been placed.

Deployment

Before deploying any models, the Loyalist player must place six Critical Systems markers. These may be placed anywhere on the table.

Once all Critical Systems markers have been placed, the Traitor player must place all six Breach markers. These markers may be placed at any point along the three table edges shown on the deployment map. Once they have been placed, roll a D6 for each Breach marker. On a 4+, the Loyalist player may move that marker up to 6" in any direction along the table edge.

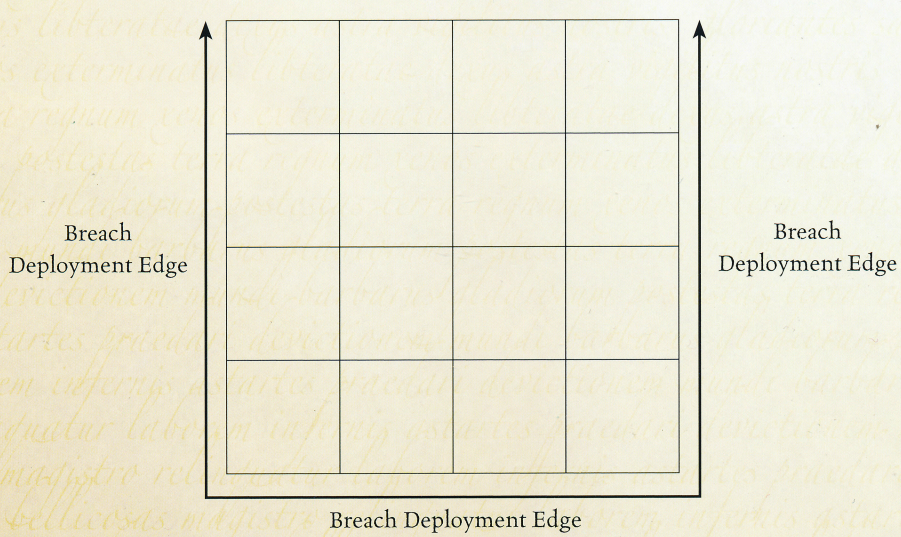
Once all Breach markers and Critical Systems markers have been deployed, the Loyalist player deploys all of his units onto the table. The Loyalist units may be placed anywhere on the table that is at least 12" away from a Breach marker.

First Turn

The Traitor player always takes the first turn. Before the Traitor player's turn begins, he must generate his starting units using the Assault Waves special rule. These troops may move onto the table from any point on the board edge that is within 1" of a Breach marker.

Game Length

The game lasts until all Iron Hands models are either dead or routed at the end of any Game turn.



Mission Goals

At the end of the game, the player with the most Victory points is declared the winner. Both sides have separate Primary objectives:

Primary Objectives

- **Hold at All Costs (Loyalists)**
- **Secure the Hangar (Traitors)**

Hold at All Costs (Loyalists): The Iron Hands are attempting to hold their position for as long as possible. At the end of each Game turn in which they have at least one friendly non-routed unit in play, they gain +2 Victory points.

Secure the Hangar (Traitors): The Traitor forces are attempting to destroy all the security systems stopping them from directly accessing the *Iron-father's* hangar. For each Critical Systems marker that is destroyed, the Traitor side gains +2 Victory points.

Secondary Objectives

- **First Blood**
- **Trophy Kill**
- **Seal the Bulkheads**
- **Leave None Alive!**

Trophy Kill: For each enemy model with the Character sub-type killed by a friendly model in a Challenge, gain +1 Victory point.

Seal the Bulkheads: For each Breach marker removed from play, the Loyalist side gains +1 Victory point.

Leave None Alive!: For each Loyalist unit either destroyed in the Fight sub-phase, or destroyed as part of a Sweeping Advance, the Traitor side gains +1 Victory point.

Mission Special Rules

Breach: Breach markers represent points where either Traitor boarding torpedoes or Dreadclaw boarding craft have penetrated the *Iron-father's* hull, allowing the Traitor boarding parties into the ship. If a Loyalist unit, that is neither locked in combat or fleeing, is within 2" of a Breach marker at the beginning of a Loyalist player turn, then it may seal the Breach, removing the marker from play.

Critical Systems: Critical Systems markers represent the security systems keeping the hangar sealed. The markers are treated as Immobile vehicles with an Armour value of 8, any Glancing hits or Penetrating hits destroy the marker. When a Critical Systems marker is removed from play, the Traitor player may immediately place another Breach marker anywhere along one of the three table edges shown on the deployment map.

Assault Waves: Starting at the beginning of their first turn, the Traitor player uses the Assault Waves special rule to generate an Assault Wave, which may enter play at any point on the board edge that is within 1" of a Breach marker on the turn in which it is generated.

Roll on the following table D3+2 times to generate an Assault Wave. If players prefer not to use the random generation method, do not roll on the table below and each Assault Wave is built using the Space Marine Legion Crusade army list. Each wave should consist of D6+1 x 50 points, rolling for the available points separately each time a wave is needed:

2D6	Result
2	1 unit of 3 Thallax
3-6	1 unit consisting of 4 Legion Tactical Space Marines and 1 Legion Tactical Space Marine Sergeant
7-9	1 unit consisting of 2 Legion Terminators and 1 Legion Terminator Sergeant
10	1 Legion Apothecary
11	1 Legion Centurion
12	1 Legion Contemptor Dreadnought

These units may be chosen from any available Traitor models. If none of the appropriate models for a result are available, then the result may be re-rolled once. If there are still no appropriate models available, then the Traitor player gains no more troops for this roll.

Once an Assault Wave has been created and has moved onto the board, roll once on the table below:

D6	Result
1	Roll for the next Assault Wave at the beginning of the Traitor Player turn after next.
2-5	Roll for the next Assault Wave at the start of the next Traitor player turn.
6	Immediately roll for an Assault Wave and deploy it onto the table, then roll on this table again.

The Horus Heresy®

It is a time of legend.

Mighty heroes battle for the right to rule the galaxy.

The vast armies of the Emperor of Earth have conquered the galaxy in a Great Crusade – the myriad alien races have been smashed by the Emperor's elite warriors and wiped from the face of history.

The dawn of a new age of supremacy for humanity beckons.

Gleaming citadels of marble and gold celebrate the many victories of the Emperor. Triumphs are raised on a million worlds to record the epic deeds of his most powerful and deadly warriors.

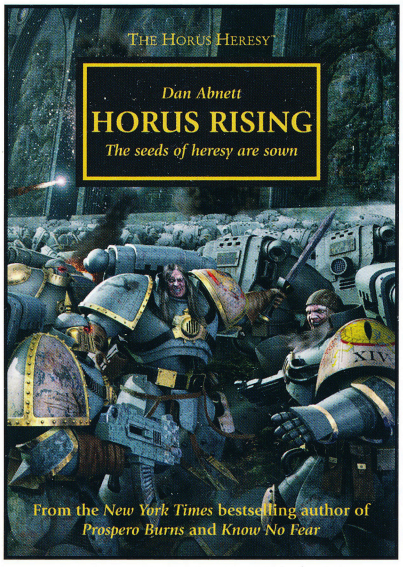
First and foremost amongst these are the primarchs, superheroic beings who have led the Emperor's armies of Space Marines in victory after victory. They are unstoppable and magnificent, the pinnacle of the Emperor's genetic experimentation. The Space Marines are the mightiest human warriors the galaxy has ever known, each capable of besting a hundred normal men or more in combat.

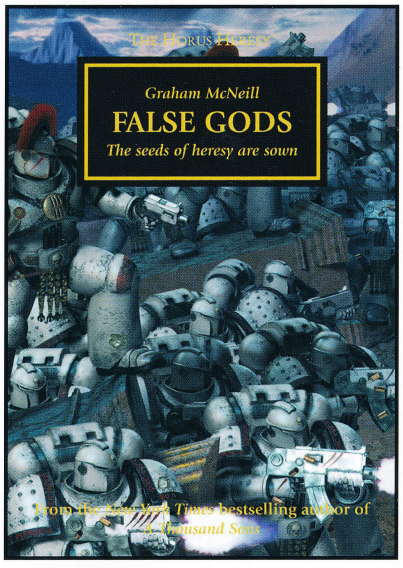
Organised into vast armies of tens of thousands called Legions, the Space Marines and their primarch leaders conquer the galaxy in the name of the Emperor.

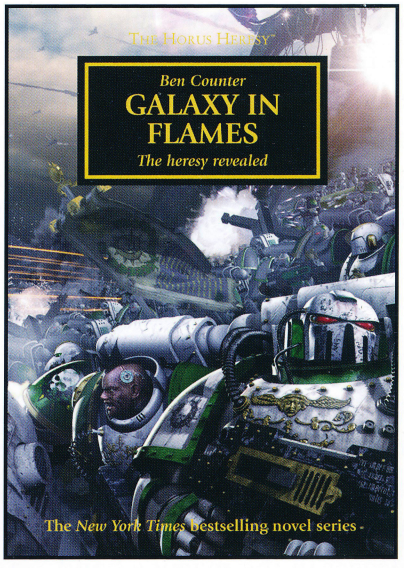
Chief amongst the primarchs is Horus, called the Glorious, the Brightest Star, favourite of the Emperor, and like a son unto him. He is the Warmaster, the commander-in-chief of the Emperor's military might, subjugator of a thousand thousand worlds and conqueror of the galaxy. He is a warrior without peer, a diplomat supreme.

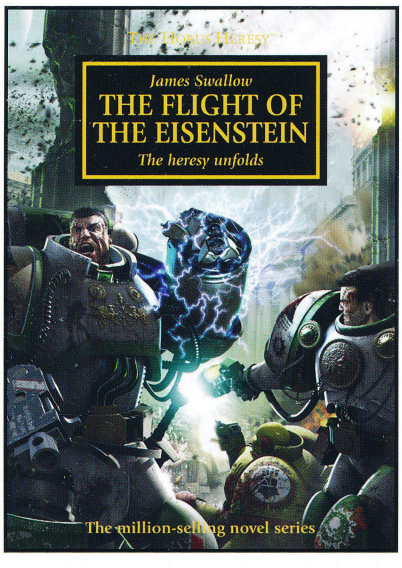
As the flames of war spread through the Imperium, mankind's champions will all be put to the ultimate test.

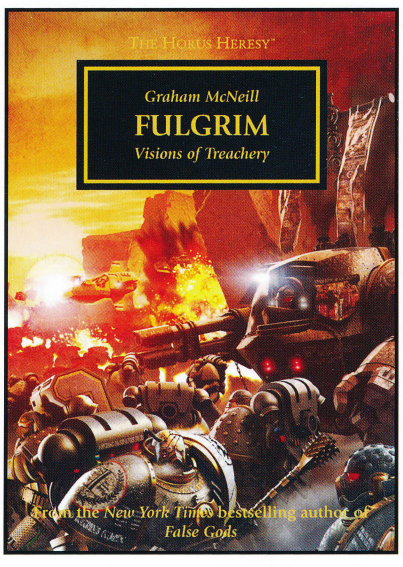
Horus Heresy Collector's Editions

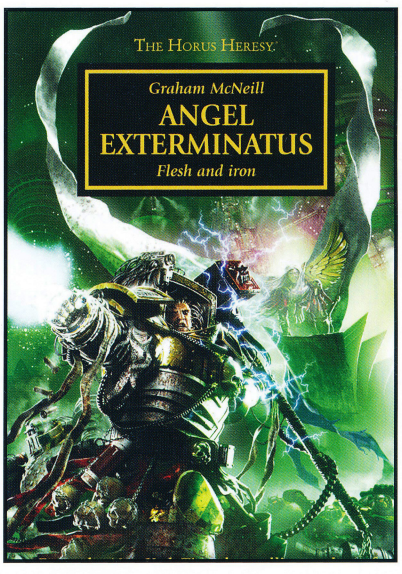


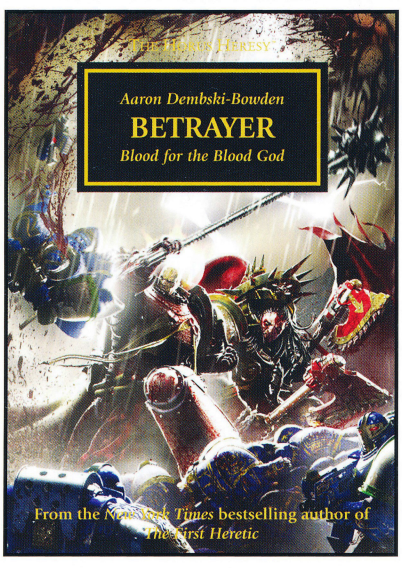


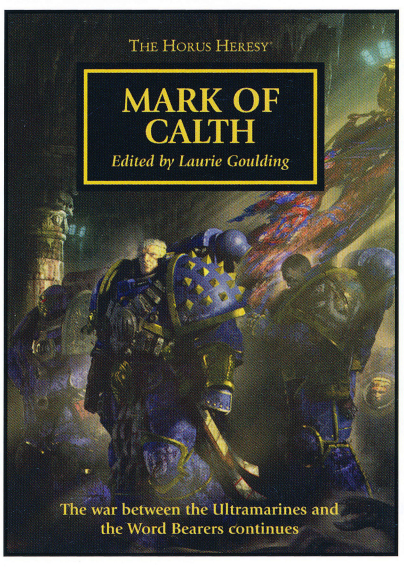


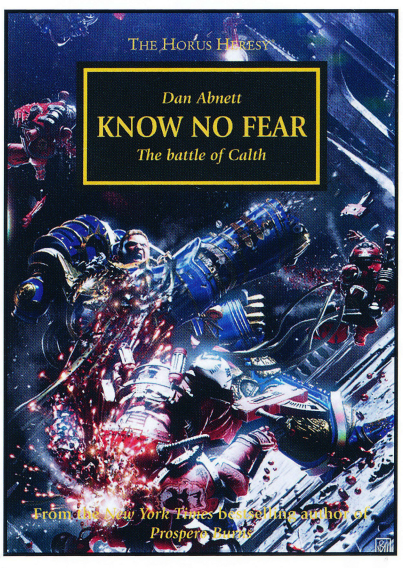












Serpent

by John French

'And a serpent came even to that paradise.'
– from *The Fall of Heaven*,
compiled from various ancient sources
Work proscribed 413.M30

The magus stared at Thoros. Her arms were red to the elbows, and the white silk of her robe hung heavy with dried blood and fresh sweat. The man at her feet was still alive, twitching in the remains of his skin. Blood ran down the edge of the silver dagger in the magus's hand – a thick drop formed at its tip, glittering red-black in the burning coal light. Around them the magus's throng of followers waited, wide eyed and unsure of what exactly they were seeing or how exactly they should react.

They had done this many times and thought themselves hidden, but Thoros and his priests had simply walked into the centre of the ritual as though they were expected.

Looking into the magus's eyes, Thoros wondered what she saw when she looked back at him. A messenger of the gods? A monster? A revelation? He had shed the dark cloaks that had hidden his form during his journey here, and he stood now as he had upon Davin: a spindle-limbed figure in rough-spun robes. Gold torques circled his neck and wrists, each worked in the image of a snake with red jewelled eyes. Five of his priests stood behind him, swathed in pale robes, staffs clutched in scaled fingers. Their red, slitted eyes looked out on the world, unblinking.

The cavern around them was iron, a hollow space beneath the great furnaces above. Heat shimmered from the glowing mouths of kiln vents in the high roof. The cultists had been using it for years, and the spilt blood and muttered prayers itched at the edge of Thoros's senses.

He did not like this place. He did not like its iron smell, or the dull stink of the minds that infested its forges. He had come here only because it was the will of the gods that this world would become theirs, and that it should fall before the war came. It was to be reborn – a high blessing for an unworthy planet. The throng of the magus's followers that filled the cavern were the beginning. But they had yet to see the true face of those they served.

Thoros tilted his head, letting the magus tremble under his gaze. She was afraid; he could taste it, an edge of fear spicing the human stink in the cavern's air. And why should she not be? She was used to power, to having others obey her commands. Now an emissary of her gods had come to her, and she no longer liked the face of the powers she had knelt to. He knew this was true; he could see it in the mirror of her eyes.

+It is coming, exalted one.+

The ghost voice of his priests whispered in Thoros's mind. He smiled.

+Yes, my kin,+ he responded. +The moment is close. The gods will show us the way.+

On the floor, the skinned man shuddered, vomited blood and then went still. The magus did not look at him, his sacrifice already forgotten. The rest of the kneeling cultists still did not move. The fear coming from them was a raw perfume to Thoros's senses.

Cattle. Cattle led by their spite and jealousy. Cattle that nursed their small hatreds, and dreamed of taking power from those that ruled them. It was to be expected; such desires bound mortals to the gods, but they were still little more than beasts waiting for the herdsman's lash. They called themselves the Eightfold Door. They were weak, and they were desperate – in their hearts they had never truly believed that their prayers would be answered.

'By the blood,' the magus intoned, her voice shaking as she raised the dagger to point at Thoros. 'By the seven silver ways and five chalices of night, I bind and command you...'

Thoros shook his head slowly, never taking his eyes from hers.

'Small things,' he hissed, taking a step forwards. 'Petty things.'

Around him whispers and shadows gathered, brushing his skin, filling the cavern. The gods

had blessed him – nay, *made* him for this. From the moment his mother had brought him to the Serpent Lodge, a twisted child with the red eyes of the chosen, to the time he had seen beyond the doors of sleep and glimpsed the gods beyond – all of it had been preparation. Out beyond the walls of this cavern was a world, and in the sky of that world hung stars, around which other worlds circled in an eternal dance. All sleeping, all waiting for a new age that they could not know was coming. That was why the gods had seen him safely across the sea of souls to stand here at this moment: to ready the sleeping Imperium to awaken.

The magus was truly shaking now. Thoros heard the seed of speech in her mind and spoke before she could, his voice a rattling whisper.

'*Quietnessss*.'

The magus did not move or reply, though at his back Thoros sensed his attendant priests shifting. Slowly he reached across his waist and pulled a blade from the fold of his robes. The handle settled into his fingers.

'You are called by the high servants of the gods.' He took another step forward. The gazes of a thousand eyes brushed his skin. 'This world will belong to them.' He paused, lips cracking over pointed teeth. 'But you – you are mine, now.'

The stillness snapped. The magus leapt at Thoros, a dagger in her hand.

The gathered cultists rose to their feet in a roar. Thoros felt their cries echo through his soul in that endless instant, their rage as hot as a furnace. Across the cavern other knives were slipping free of sheaths. He could feel it all: each ritually sharpened edge, each uncoiling muscle, each heart surging with fear and hatred. The murder lust bathed him, filled him and remade him.

He slid past the magus's thrust, and his knife came up and opened her stomach. She fell, blood sheeting down the white silk, mouth gasping for air, mind pleading for mercy as her soul rushed to meet her gods. He felt the shadows whisper in glee as she screamed.

Thoros's ghost voice rose into the gathering darkness. +The gods speak!+

+They speak,+ his priests echoed as one.

A pillar of jagged light stabbed up from amongst them, splitting the gloom with green fire. The five priests rose into the air, lightning winding around them in endless coils. Frost spread across the cavern ceiling, strangling the heat from the kiln vents. Where the fire touched the circle of cultists, it burned them to ash.

Thoros turned from the collapsing magus, his hand rising to become a black serpent of smoke. The serpent uncoiled down his arm, winding around his body, his skin burning and freezing at the nether-creature's touch. The remaining cultists surged at him, knives raised, eyes wide with fear. He felt the serpent encircle his throat; he opened his mouth to swallow it.

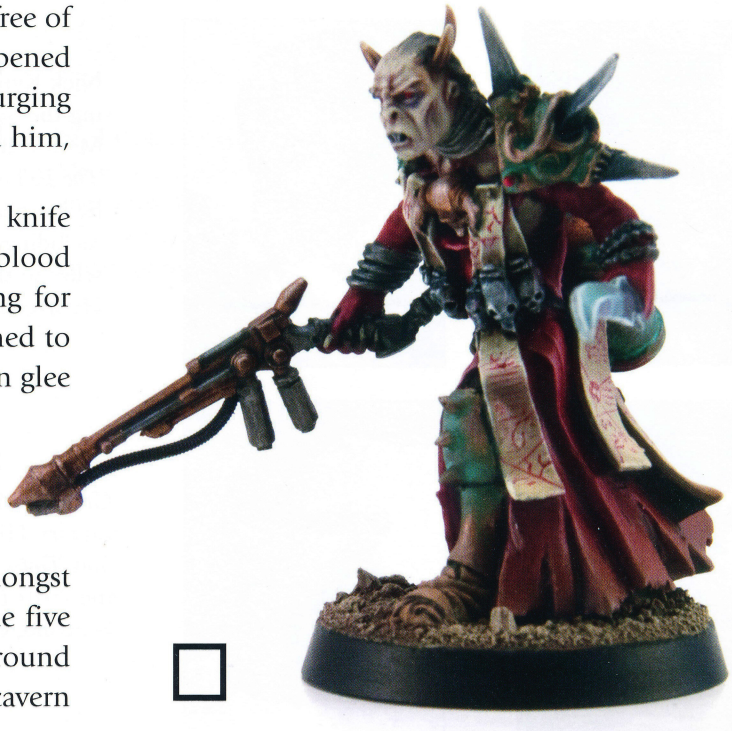
A cultist broke from the throng. He was huge, bare chested and slicked with sweat. Silver rings clattered from folds of skin as he charged. Thoros felt the man's dagger punch between his ribs, felt its point burst his heart, blood pouring into the cavity of his chest.

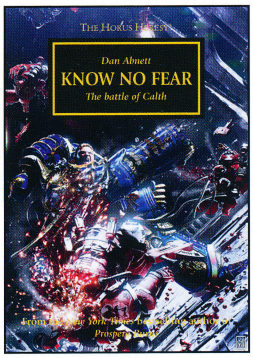
Fire and ice pulsed through him. He looked down at the fat cultist; the man pulled back to stab at him again, black droplets scattering from the knife as it ripped free.

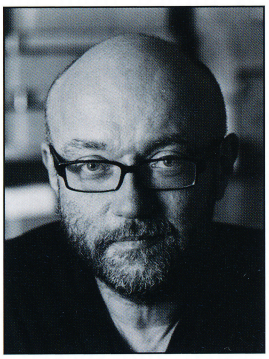
Thoros opened his mouth, feeling his jaws dislocate wider and wider. Shadows spilled from his throat, boiling through the air, coiling around the cultist before his second blow could fall. The black cloud flowed on, twisting through the charging throng. They fell, their eyes blinded by nightmares, sweat turning to frost across their bare skin.

Every mind within the cavern screamed.

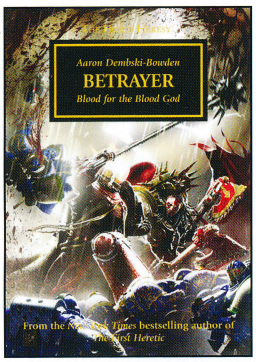
They see it now, thought Thoros as shrieks ripped from a thousand mouths. They see the primordial truth.



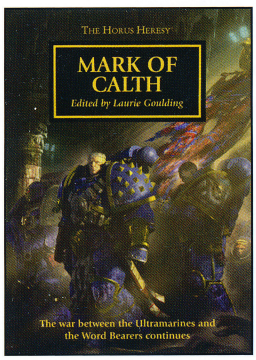




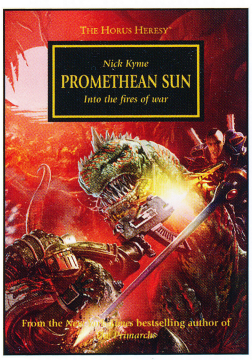
Dan Abnett is a multiple *New York Times* bestselling author and an award-winning comic book writer. He has written over forty novels, including the acclaimed Gaunt's Ghosts series, and the Eisenhorn and Ravenor trilogies. His Horus Heresy novel *Prospero Burns* topped the SF charts in the UK and the US. In addition to writing for Black Library, Dan scripts audio dramas, movies, games, comics and bestselling novels for major publishers in Britain and America. He lives and works in Maidstone, Kent.



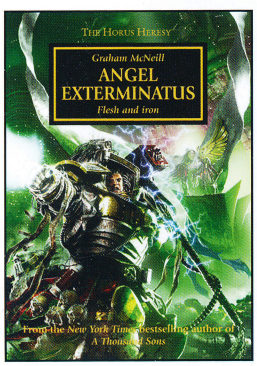
Aaron Dembski-Bowden has written several novels for the Black Library, including the Night Lords series, the Space Marine Battles book *Helsreach* and the *New York Times* bestselling *The First Heretic* for the Horus Heresy. He lives and works in Northern Ireland with his wife Katie, hiding from the world in the middle of nowhere. His hobbies generally revolve around reading anything within reach, and helping people spell his surname.

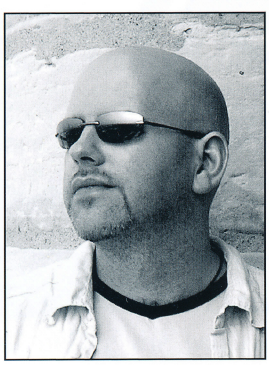


John French is a writer and freelance games designer from Nottingham. His work for Black Library includes a number of short stories, the novellas *Fateweaver* and *The Crimson Fist* and the forthcoming novel *Ahriman: Exile.* He also works on the Warhammer 40,000 role playing games. When he is not thinking of ways that dark and corrupting beings can destroy reality and space, John enjoys making it so with his own Traitor Legions on the gaming table.

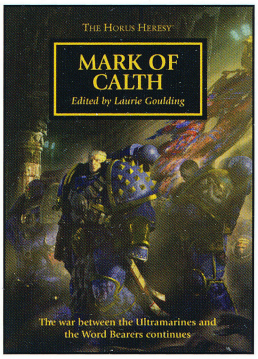


Nick Kyme is the author the Tome of Fire trilogy featuring the Salamanders. He has also written for the Space Marine Battles and Time of Legends series with the novels *The Fall of Damnos* and *The Great Betrayal.* In addition, he has penned a host of short stories and several novellas, including 'Feat of Iron' which was a *New York Times* best-seller in the Horus Heresy collection *The Primarchs.* He lives and works in Nottingham.

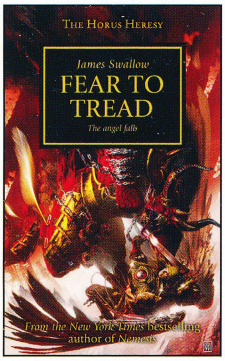




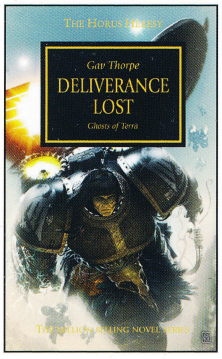
Graham McNeill has written more than twenty novels for Black Library. His Horus Heresy novel, *A Thousand Sons,* was a *New York Times* bestseller and his Time of Legends novel, *Empire*, won the 2010 *David Gemmell Legend* Award. Originally hailing from Scotland, Graham now lives and works in Nottingham.

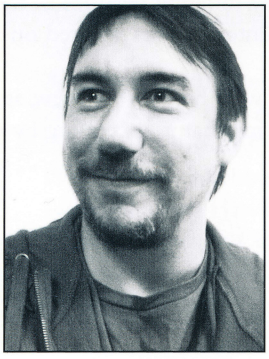


Rob Sanders is a freelance writer, who spends his nights creating dark visions for regular visitors to the 41st millennium to relive in the privacy of their own nightmares, including the novels *Atlas Infernal* and *Legion of the Damned*. By contrast, as Head of English at a local secondary school, he spends his days beating (not literally) the same creativity out of the next generation in order to cripple any chance of future competition. He lives in the small city of Lincoln, UK.

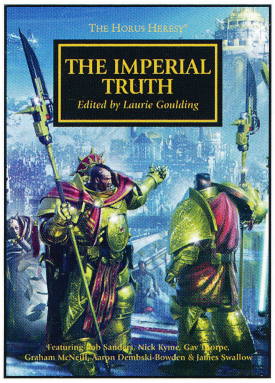


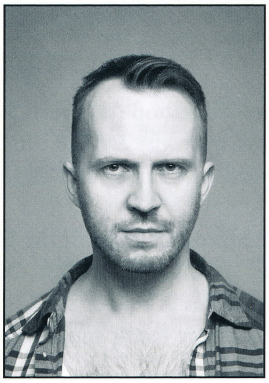
James Swallow is a *New York Times* bestselling author whose stories include the Horus Heresy novels *Nemesis* and *The Flight of the Eisenstein*, along with *Faith & Fire*, the Blood Angels books *Deus Encarmine, Deus Sanguinius, Red Fury* and *Black Tide*. His short fiction has appeared in *Legends of the Space Marines*, and *Tales of Heresy,* along with the audio dramas *Heart of Rage, Oath of Moment* and *Legion of One.*





Gav Thorpe is the *New York Times* bestselling author of 'The Lion', a novella in the collection *The Primarchs*. He has written many other Black Library books, including the Horus Heresy novel *Deliverance Lost* and audio drama *Raven's Flight* as well as fan-favourite Warhammer 40,000 novel *Angels of Darkness* and the epic Time of Legends trilogy, *The Sundering*. He is currently working on a new Dark Angels series, *The Legacy of Caliban*. Gav hails from Nottingham, where he shares his hideout with the evil genius that is Dennis, the mechanical hamster.





Neil Roberts (also known by the creative moniker SkinnyElbows) is a freelance illustrator, sculptor, 3D modeller and comic book artist. His work has graced countless Black Library novels and novellas, though he is best known for the covers of the *New York Times* bestselling Horus Heresy series.

Forge World guests

Alan Bligh is Forge World's Lead Writer and Games Designer, and is responsible for the content of the Imperial Armour, Warhammer Forge and Horus Heresy books, and managing his fellow Writers. Since joining Forge World's Book Production team, Alan's projects have included the Badab War books, *Tamurkhan – The Throne of Chaos, Monstrous Arcanum* and, most recently, *The Horus Heresy: Betrayal* and *Imperial Armour Volume 12 – The Fall of Orpheus.*
As well as working for Forge World, Alan's past writing credits have included the Dark Heresy, Rogue Trader and Deathwatch roleplaying games, as well as novels and short fiction. He has too many Warhammer and Warhammer 40,000 armies to want to count them, but recently has conjured up a sizable Space Marine Legion force for work on the next Horus Heresy book.

Phil Stutcinskas joined Forge World as a Model Designer in 2007. He has designed such models as the Ork Mega-Dread and, more recently, different versions of the Land Raider such as the Spartan and Proteus. Phil is also a keen painter and has worked on the Imperial Armour Model Masterclass range of books.
When not at work Phil enjoys the hobby with his son Matthew, and has a large Red Scorpions Space Marine army and a huge Tyranid army that is expanding by the day!

Mark Bedford has been working for Games Workshop for over 15 years. During that time he has worked as a designer in various departments, from the Design Studio and Fanatic to his current position within Forge World as a Senior Model Designer and Supervisor to the Warhammer Forge Design Team.
A self-taught sculptor, Mark has made miniatures for most of the Warhammer 40,000 and Warhammer ranges. Amongst his favourites are Orcs & Goblins, Orks, Chaos, Imperial Guard and Space Marines. He has made such miniatures as Renegade Ogryns, Tamurkhan on Toad Dragon, Space Marine Apothecaries, World Eaters Rampagers, the Legion Recon Squad, and he is just starting work on a Mechanicum project.
When not sculpting, Mark enjoys all aspects of the hobby, from painting and converting to playing battles, and has been wargaming for 30 years. He is currently painting models for his ever-expanding Blood Angels, Astral Claws, Orks and Daemon armies, has been one of the key contributors to both of the Imperial Armour Model Masterclass books, and has won several Golden Demon trophies.

Simon Egan is a Model Designer who has produced work for Forge World from the very beginning of the company.
His first commission was a 120mm large scale Orc Boar Rider, and for the past fifteen years he has created many figures, creatures and accessories for a vast number of Forge World's model ranges. These include the Tyranid Hierophant, Elysian Drop Troops, Death Korps of Krieg, the Ruined Watchtower of Amon Sûl at Weathertop, and many Chapter-specific Dreadnoughts and doors.
Simon has also sculpted a number of very highly detailed character models. These include Zhufor the Impaler, Magister Sevrin Loth, Shadow Captain Korvydae and the Tyrant of Badab, Lugft Huron, the Primarch Angron of the World Eaters Legion, and Abaddon and Loken. He has most recently completed work on the Primarch Fulgrim of the Emperor's Children Legion for the Horus Heresy range.

Blake Spence has worked for Games Workshop for over ten years and during this time built many gaming boards for his local store, where he started with the company, and then for the Warhammer World gaming hall. This is where he developed his scenery skills and model making talents.
After being with Forge World for over two years, Blake has produced the Imperial Emplacement, Zone Mortalis tiles and blast doors, Cityscape boards and, most recently, the Necron Tomb Complex, Crashed Thunderhawk and Earthworks.
Having been a hobbyist for twenty years, Blake has collected many armies including 2,500 points of a Fire Hawks speartip force, a 3,000 points Imperial Guard tank company, a Horus Heresy Emperor's Children army and a Skaven Clan Skyre force.

Keith Robertson has worked for Games Workshop for almost fifteen years, starting out in 'Eavy Metal before moving to Forge World as a Model Designer in 2010.
Since joining Forge World he has worked on various projects for Warhammer, including models such as the Magma Dragon, the Skin Wolves, the Night Goblin Command Set and the upcoming releases of the Night Goblin Squig Gobba and the Dread Maw. Keith is currently working on some new additions to Forge World's Horus Heresy range.
In his free time, Keith likes to add to his substantial Tyranids, Space Marines, Eldar and Ogre Kingdoms armies, as well as painting up various character models, units and vehicles that catch his eye.

Forge World guests

Will Hayes began working for Forge World in 2000 as a freelance model designer after studying BA (Hons) Model Design at the University of Hertfordshire. After three years Will joined Forge World as one of the company's new team of full time Model Designers.

During the time he has been creating models for Forge World, Will has become known for making both the largest and smallest of models, ranging from the enormous Tau Manta, Reaver Titan and Eldar Phantom to the lasguns and pistols of the Elysians and Death Korps. He has collaborated on many projects with Simon Egan; Simon adding the final decoration to the Dreadnoughts and Titans Will has created, or Will providing guns, swords and axes for Simon's intricate character figures. Lately, most of his time has been spent working on Space Marines for the Horus Heresy project. The future project he would most look forward to creating is the Warhammer 40,000 scale Warlord Titan.

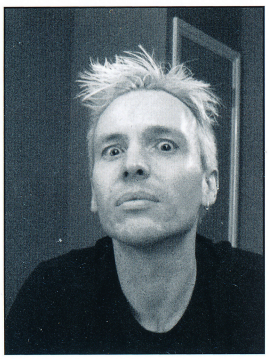
Will has collected various Warhammer 40,000 armies over the years, including Tau Empire, Death Guard, Space Wolves and Night Lords, but his current projects are Carcharodon Astra Space Marines and a horde of Speed Freeks Orks. Both armies are led by character models he created for the Forge World range: Tyberos the Red Wake and the collaborative Ork Warboss on Bike. He is currently in the process of building a terrifying new force of Night Lords to crush the armies of the Emperor!

Rhys Pugh is the Senior Illustrator in Forge World's studio. He has been working for Games Workshop for nearly two years and his first introduction to the hobby was working for Codex Pictures during the pre-production stages of Ultramarines, back in June 2010.

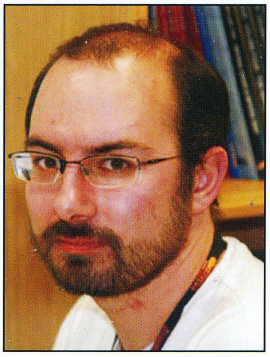
Since then Rhys has had the pleasure of working on a wide range of publications for Forge World, from *Tamurkhan - The Throne of Chaos* to *Imperial Armour Apocalypse Second Edition* and *The Horus Heresy: Betrayal*.

Rhys' work involves the generation of illustrations, photo manipulations, iconography, profiles and the occasional cover art piece; all of which are created digitally using Photoshop. Rhys also occasionally delves into the world of 3D and Illustrator to create or edit line work and 3D elements when required.

Being relatively new to the hobby, Rhys has yet to collect and create his ultimate Skaven army, but has already begun to paint a Dark Angels force.



Andy Hoare is the latest addition to Forge World. Having written numerous Codexes and Army books during his time in the Games Workshop Studio, as well as Black Library novels and a wealth of material for Fantasy Flight Games, Andy joins the Forge World Writing team and has already begun to get his teeth into projects of a variously power armoured nature.



Having worked for Games Workshop for over a decade, both in Hobby Centres across England and in Games Workshop's mysterious headquarters, Neil Wylie is currently the junior member of the Forge World Writing team. He has contributed work to *Imperial Armour Volume 11 – The Doom of Mymeara, Imperial Armour Aeronautica, Monstrous Arcanum, Imperial Armour Volume 1 – Second Edition* and *Imperial Armour 3 – Second Edition,* as well as numerous FAQs and downloadable rules updates.

A long time hobbyist and collector of all things Space Marines, those few units he has managed to laboriously paint always seem to end up in a new colour scheme depending on which shiny new Chapter has caught his eye this week. Neil considers the fact that he owns a vast collection of unpainted and unassembled Space Marines proof that he is a true gamer.

Stuart Williamson joined Forge World in 2009 as a Model Designer. Since then, he has worked on a wide and varied range of models including the Land Raider Achilles, the Praetor Armoured Assault Launcher, the Storm Eagle, the Legion Fellblade, the Necron Sentry Pylon and the Rapier Conversion Beamer and Quad Heavy Bolter.

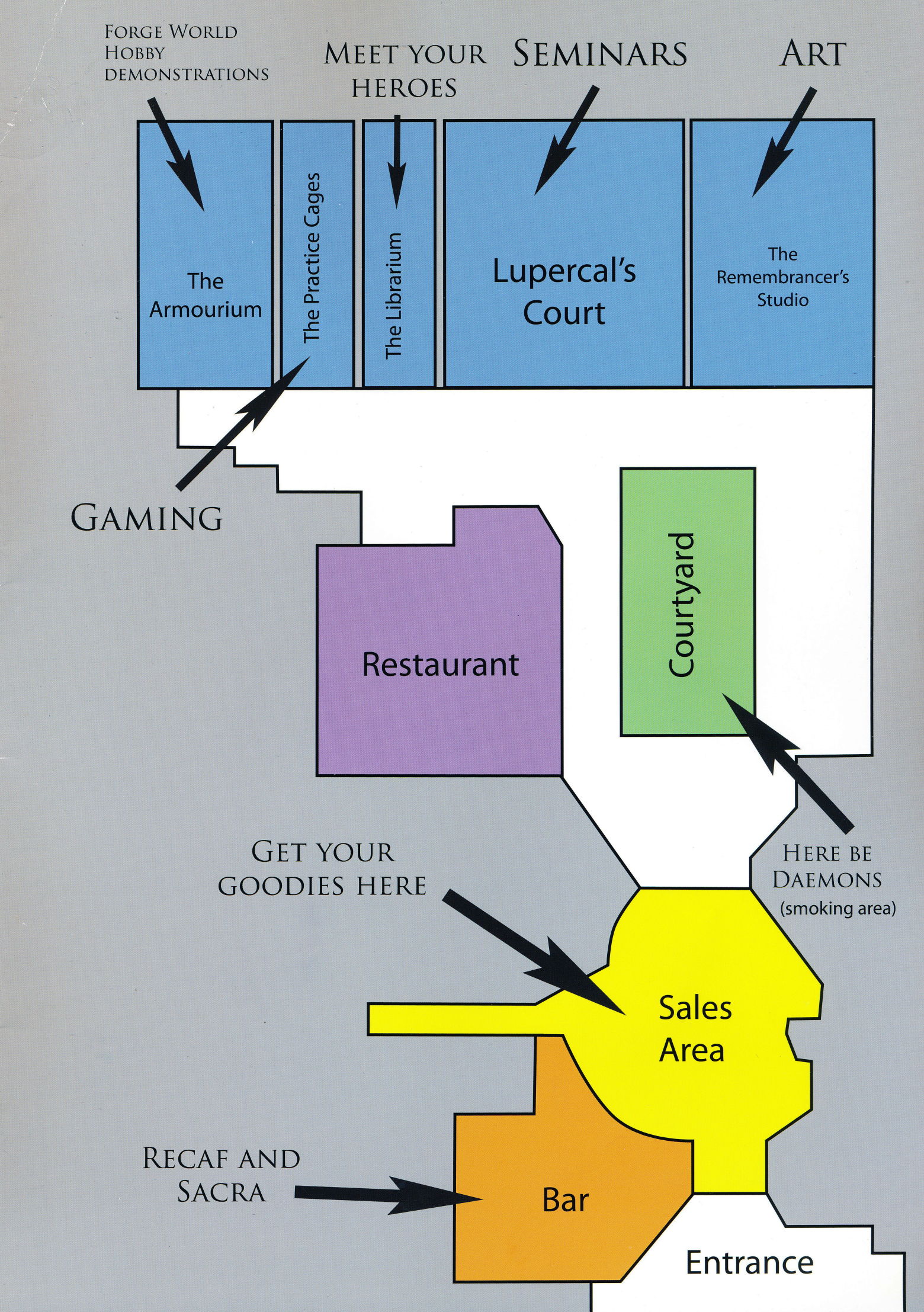
Stuart is currently working on new additions to Forge World's range of Horus Heresy models.

BLACK LIBRARY
WEEKENDER
II

Black Library will return to the Nottingham Belfry on the 2nd and 3rd of November 2013 for two days packed full of seminars and activities.

You'll be able to pick up a range of exciting pre-releases and exclusive titles, including a Weekender Edition of the first Horus Heresy graphic novel, *Macragge's Honour*, by Dan Abnett and Neil Roberts.

For more details and to order your ticket visit blacklibrary.com/Events/weekender-2013.html


Forge World
Hobby
Demonstrations
Meet your Heroes
Seminars
Art
The Armourium
The Practice Cages
The Librarium
Lupercal's Court
The Remembrancer's Studio
Gaming
Restaurant
Courtyard
Get your goodies here
Here be Daemons
(smoking area)
Sales Area
Recaf and Sacra
Bar
Entrance

Saturday	The Armourium + Hobby Demonstrations +	The Practice Cages + Gaming +	The Librarium + Author Signing +	Lupercal's Court + Seminars +	The Remembrancer's Studio + Art +
10:30			Author Signing	Origins of the Heresy with Alan Bligh	
11:45	Colours of the Legions with Mark Bedford		Author Signing	Then and Now (30k vs 40k)	
12:45	Lunch				
13:45	Scenery - Zone Mortalis with Blake Spence	Demos + Open Gaming	Author Signing	Models of the Horus Heresy	Forge World Artists with Rhys Pugh
15:00	Decals and Etched Brass with Stuart Williamson	Demos + Open Gaming	Author Signing	Preview of a Massacre	Forge World Artists
16:15	Building a Legion with Mark Bedford	Author Death Match	Author Signing	A Vision of Heresy	Forge World Artists
17:30	Scenery - City Boards with Blake Spence	Demos + Open Gaming	Author Signing	One Amongst Untold Billions	Forge World Artists
18:30	Dinner				
20:00		Mortalis - Last Man Standing! with Neil Wylie	Pub Quiz!		
21:00		Open Gaming			
00:00		Open Gaming			

Sunday	The Armourium + Hobby Demonstrations +	The Practice Cages + Gaming +	The Librarium + Author Signing +	Lupercal's Court + Seminars +	The Remembrancer's Studio + Art +
10:00	Weathering Vehicles with Phil Stutcinskas	Demos + Open Gaming	Author Signing	Forging a Primarch - Angron with Simon Egan	
11:15	Colours of the Legions with Keith Robertson	Demos + Open Gaming	Author Signing	The Legions	Black Library Art
12:30	Painting Heroes		Author Signing	Rules of Engagement	Black Library Art
13:30	Lunch				
14:30			The Shape of the Heresy to Come		
15.45			Closing Ceremony		